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(12) **United States Patent**  
**Blanco**

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(54) **METHOD AND APPARATUS FOR CREATING  
AND PLAYING SOUNDTRACKS IN A  
GAMING SYSTEM**

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2300/69; G10H 2210/026; G10H  
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See application file for complete search history.

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(\*) Notice: Subject to any disclaimer, the term of this patent is extended or adjusted under 35 U.S.C. 154(b) by 1147 days.  
  
This patent is subject to a terminal disclaimer.

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**Related U.S. Application Data**

(63) Continuation of application No. 09/802,661, filed on Mar. 9, 2001, now abandoned.

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(51) **Int. Cl.**

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(52) **U.S. Cl.**

CPC ..... *A63F 13/63* (2014.09); *A63F 13/10* (2013.01); *A63F 13/493* (2014.09); *A63F 13/54* (2014.09); *A63F 2300/6063* (2013.01); *A63F 2300/69* (2013.01)

(57) **ABSTRACT**

A gaming system includes a game console that executes an application that creates and plays soundtracks through the gaming system. The application allows a user to create soundtracks by copying audio tracks from one or more audio sources. A user-created soundtrack can be associated with a particular game such that the user-created soundtrack is played during execution of the game instead of the game's default soundtrack.

(58) **Field of Classification Search**

CPC ..... *A63F 2300/206*–*2300/208*; *A63F 2300/55*; *A63F 2300/554*; *A63F 2300/5546*; *A63F*

**22 Claims, 12 Drawing Sheets**

